Data and Privacy File Guides

Apple Media Services: Game Center Data

July 2022

File name

Game Center Data.json

File description

This file contains information on a user's Game Center data, including achievements, leaderboard scores, friends, and multiplayer gameplay sessions.

Why Apple keeps this information

Apple retains this information to enable users and games to take advantage of Game Center, Apple's social gaming network, and to ensure it is available as intended.

Field Name	Details
achievements	User's achievements for a game (each game can have multiple achievements)
achievements_title	Title of the achievement
activity_feed	The Game Center activity feed of the user's initiated activity
allow_contact_lookup	Whether the user allows Game Center friends to lookup from contact
arcade_subscription_expiration	The expiration date and time of the user's arcade subscription
contents	The content of each activity feed event
event_type	The event type of an activity feed item
game_name	Name of the game
game_names	List of comparable games that can be configured to participate in multiplayer game sessions together
game_state	All of the user's data related to a game
group_id	An identifier for the multiplayer group
last_update_utc	The last time an achievement was updated
leaderboard	User leaderboards information for a game (each game can have multiple leaderboards)
leaderboard_score	List of user scores in the leaderboard (a user can have up to three scores per leaderboard, based on the time scope: daily, weekly, and all-time)
leaderboard_title	Title of the leaderboard
multiplayer_groups	List of multiplayer gameplay sessions

Field Name	Details
percentage_complete	Progress of an achievement
played_at_utc	The time in UTC that the session was started
privacy_notice_version	The privacy notice version the user accepted during onboarding
profile_privacy	The user's chosen privacy setting, to control who can see their Game Center profile (e.g., Private, Friends Only, and Everyone)
properties	Miscellaneous configuration details needed to restart a multiplayer session (e.g., the number of auto matched participants)
rank	Current score rank
recurrence_end_utc	The date and time the user's reoccurring Leaderboard scores ended
recurrence_start_utc	The date and time the user's reoccurring Leaderboard scores started
score	User's best score submitted to the within a specific time scope
serial_number	A unique identifier indicating each event in activity
submitted_time_utc	Time when the score was submitted
time_scope	Whether this score is on the daily, weekly, or all-time leaderboard